

Commodore

TONIC TILE

by d3m

The most stunning block-blasting game ever devised!

Have you got the lightning reflexes it takes to control your deflector and repulse the speeding missiles back at the colourful tiles in this all-action pulse-racing game? Blast a path past layer upon layer of tiles in this the most impressive version of a game of its kind.

Fabulous graphics and animation rarely matched on any home computer, and studio-sampled sound and music make this game an award winner both in its homeland of France, where it is a hot favourite for the top 'TILT D'OR' award, and everywhere else too! 33 levels of mindbending challenges, the first 16 of which you can access at will.

There's one player or two player options, and a fantastic CONSTRUCTION KIT allowing you to redesign the first 16 levels. And should you actually get to that highest 33rd level and face the Dragon Demon, then there's an amazing surprise in store for you!



Actual screenshots from Atari ST version

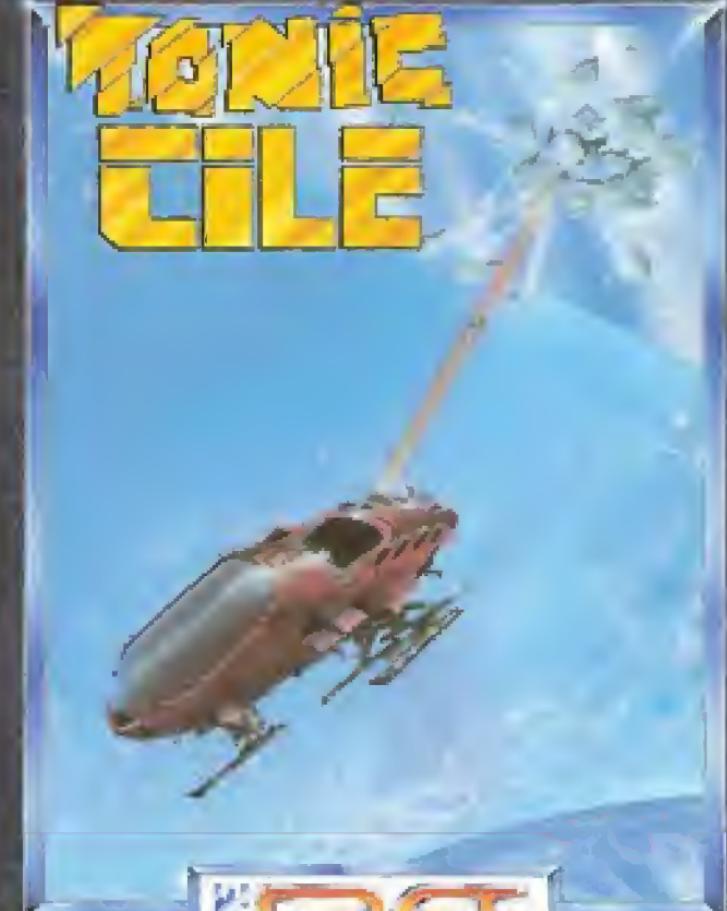


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TONIC TILE

LOADING THE GAME

Boot the computer with Disk 1 (switch the computer OFF, insert Disk 1 into the drive, then switch the computer ON). The first part of Tonic Tile will load. Then, having marvelled at the brilliant sampled music and title screen, when prompted, take out Disk 1 and insert Disk 2. The rest of the game will load and display the Startup Menu.

GETTING STARTED

On the Menu use Mouse Up and Down to move the Blue Dot Cursor Up and down the options. Number of Players and Playing Level can be changed by using Mouse Left and Right to cycle through the different settings of each option. (Tonic Tile has 33 playing levels, but only the first 16 are accessible from this Menu.) To start the game or view the high-score table, click Mouse Button on the appropriate option.

PLAYING

Press Button 1 to "serve" the ball. Keep the ball in play, using it to smash all the tiles on each level. Silver tiles require two hits, and transparent tiles are indestructible. Special Power Pills can be caught that will give your deflector various extra powers (you'll have to work out for yourself what these different powers are and how best to use them!). Press the SPACE bar to Pause Game, and any key to Restart. You can get to any of the first 16 levels from the Startup Menu, but the other 17 have to be played for! Only really skilled players will make it through to level 33 - and if you get through that you'd better be prepared for a big surprise!

LOADING THE CONSTRUCTION SET

Boot the computer using Disk 2 instead of Disk 1.

USING THE CONSTRUCTION SET

Only the first 16 levels can be edited. The "Disk-to-Computer" icon will load any or all these in for editing. You can work on only one level, the currently displayed one, at a time. Click on the LEVEL counter to cycle through the levels. CLEAR will clear all tiles off the current level. Select tile colour from palette, then point and click to place tile. If you mess it up, RESET will reset the current level to its Default. The "Computer-to-Disk" icon is used to save the edited levels as a file called TONIC.SET.

PLEASE NOTE

The first 16 levels of Tonic Tile have been specially constructed as medium difficulty practise levels. The Default levels are the real thing! When you have mastered the practise levels, copy the file TONIC.SET to another disk (if you want to keep the practise levels) and delete it from the Tonic Tile Disk 2. The game will now use the Default levels for play. When you subsequently create your new levels and save them back to disk, these will be loaded instead of the Defaults.

Obviously, you can build up a library of constructed levels by simply copying each new TONIC.SET file to another disk, giving them different names, such as TONIC1.SET, TONIC2.SET, etc. But in order to actually play using one of these files you must copy it back to Disk 2 where it must be named TONIC.SET.

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